

**Deliverable: #1 - Project Proposal****Title:** SE2: Software Design and Architecture (CS 446, ECE 452, CS 646).**Description:**

This term's project will focus on building mobile apps. The app must be useful, it must take advantage of being on a mobile platform (e.g., utilize and integrate with several services offered by the device), and it must run on a mobile phone (tablet support is fine, but it must be demoed on a phone). Apps cannot require crowd buy-in (e.g., it must be useful even if the app has only one user), they cannot simply replicate the functionality of a website, and they must not be simple CRUD apps.

The project proposal is a description of what you intend to accomplish over the rest of the term for this project. It should describe your system and what you intend it to do. Emphasis on projects that are interesting / useful is preferred; use this project to build something that excites your team! A scaling factor will be applied to the final project grade to account for its difficulty; we will provide feedback on this aspect of your proposal so you can have an approximate idea of what this factor will be should you may receive if your team completes the proposed work in a completed app. The scope of the project should assume at least 8h / week development time (e.g., 3 team members \* 8h / week \* 13 weeks = approximately 300 hours in total). This should be enough time to complete an interesting project.

**Document Requirements:**

1. Page 1:
  - Metadata: Project title, team member names, team member Quest IDs.
  - What is your project? Why is it interesting? Describe and justify your project selection. Why does this project make sense in a mobile form factor?
2. Page 2-3:
  - What are the functional properties of your system. Numbered point form is fine (e.g., 1, 1.1, 1.2).
  - Provide at least two user scenarios to describe how a user would interact with your system and what the benefit to them would be. These should each be 1-2 paragraphs and can refer back to your numbered functional requirements.
  - A description of the non-functional properties your system needs to support. There should be at least two of these. Justify why these properties are important for your system.
  - NOTE: We will compare your architecture and final demo against these functional and non-functional properties.
3. Page 4 (Optional):
  - A set of low-fidelity mockups. Sometimes a set of simulated screenshots / hand drawings can make describing the system easier. You can forward reference these from the functional properties / user scenarios as required.
4. Only one team member needs upload this document to Learn. PDF only.  
File naming scheme: cs446-d1\_<project-name>.pdf (use - instead of space in file names)

**Presentation:**

Each team will 'pitch' their project to the class with a presentation lasting at most 5 minutes in class. The presentation should describe the main functionality of the system and clearly state why the project is useful / interesting. You may use slides or the blackboard for supporting materials. If you want to use slides, please upload them in PDF format (PDF ONLY!) before class. A maximum of four content slides + one title slide can be submitted; please, no animation or transitions.

**Assessment:**

This deliverable accounts for 5% of your final grade. The class will submit votes for the 'pitch' presentations that are a) the most interesting; and b) the most useful. The winners of each of these categories will receive a 2% bonus on their final project grade (one team cannot win both categories).